

GAME BOY ADVANCE

**ODDWORLD
Munch's
Oddysee.**

AGB-BODE-USA



INSTRUCTION BOOKLET

THQ

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM

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STORY

We first met Abe, hapless floor-waxer-become-hero, in *Oddworld: Abe's Oddysee*®, where he rescued his fellow Mudokons from RuptureFarms and struck a major blow to the Glukkons of the evil Magog Cartel. Then, ancestral spirits showed him there was more to this business with his fellow Mudokons than met the eye. Because of this, in *Oddworld: Abe's Exoddus*®, Abe had to save the remaining living Mudokons as well as the spirits of his Mudokon ancestors, destroying the SoulStorm Brewery bottlers in the process. It was a lot of work for a simple Mudokon like Abe, but in the end he was successful.

In *Oddworld: Munch's Oddysee*®, a new hero, Munch, is the last surviving Gabbit in Oddworld. Gabbits were an amphibious species that were hunted to the verge of extinction for their lungs and their eggs. Munch finds out that one can of Gabbiar (*egad, them's Gabbit eggs!*) remains, and that the Vykkers and Glukkons have it in their possession. In much the same predicament, Abe needs to find the eggs containing his unborn Mudokon brothers, which just happen to be warehoused in Vykkers Labs. Abe can't break out his shell-shackled family without help from Munch and vice versa. Together, our heroes must find the eggs in order to save their respective species from total extermination.





Now, after their success against the Vykkers and Glukkons, Munch and Abe were hoping for a bit of a break. Unfortunately, there is no rest for the weary, especially when you are savior of the Mudokon race. Called to a meeting with The Almighty Raisin, Munch and Abe learn of Break Wind Hill, the sacred land of the Mudokon race. Protected by pure wind, the Mudokon race has lived here since ancient times, undisturbed by outsiders... until recently that is. The pollution caused by the greedy Glukkons' recent construction of Evenwurst Weenerz Co. has corrupted the protection of Break Wind Hill, allowing for many of Abe's fellow Mudokons to be captured and put to work

as slave laborers. The Almighty Raisin also informs Munch and Abe that the Glukkon™ stronghold, Fort Glokz, likely funds the factory. The Almighty Raisin orders Munch and Abe to stop the factory and liberate the wealth within Fort Glokz in order to restore peace to the sacred land—surely an easy task for Oddworld's veteran heroes, Munch and Abe!



GETTING STARTED

Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on. Insert the Game Pak of *Oddworld: Munch's Oddysee*® into the slot on the Game Boy Advance. To lock the Game Pak in place, press firmly. Turn ON the POWER switch. The credit screens will appear. When the title screen appears, press START to proceed to the Load Screen.



CONTROLS

BUTTON	ACTION
Menu Navigation	
Control Pad	Highlight menu selections
A Button	Confirm selection
B Button	Cancel selection; return to previous screen
R Button	No Function
L Button	No Function
START	Skip cut scene
SELECT	No Function

CONTROLS

Game Controls

BUTTON	ACTION
Control Pad UP/DOWN LEFT/RIGHT	Walk/Change Direction
A Button	Action/Continue cutscenes & dialog boxes
B Button	Jump
L Button	Use with other buttons for GameSpeak <i>(for more on GameSpeak, see page 8)</i>
L Button (hold) + Control Pad Button	Sneak (<i>Abe only</i>)
R Button	Slap (<i>Abe</i>)/Zap (<i>Munch</i>)
R Button (<i>hold</i>)	Chant (<i>Abe</i>)/Sonar (<i>Munch</i>)
START	Pause Game
SELECT	Switch character

NOTE: You'll only be able to switch between Munch and Abe during certain levels.



MAIN MENU

New Game - Begin a new game of *Oddworld: Munch's Oddysee*®.

Password - Enter a password to continue a previously played game.

See Options on page 24 for more information.

Options - Customize the game with the following options:

Controls - View the game controls.

Configure - Use the Control Pad LEFT/RIGHT to adjust the volume of the sound effects and music in the game to OFF, SOFT, or FULL.

Game Credits - View the game credits.

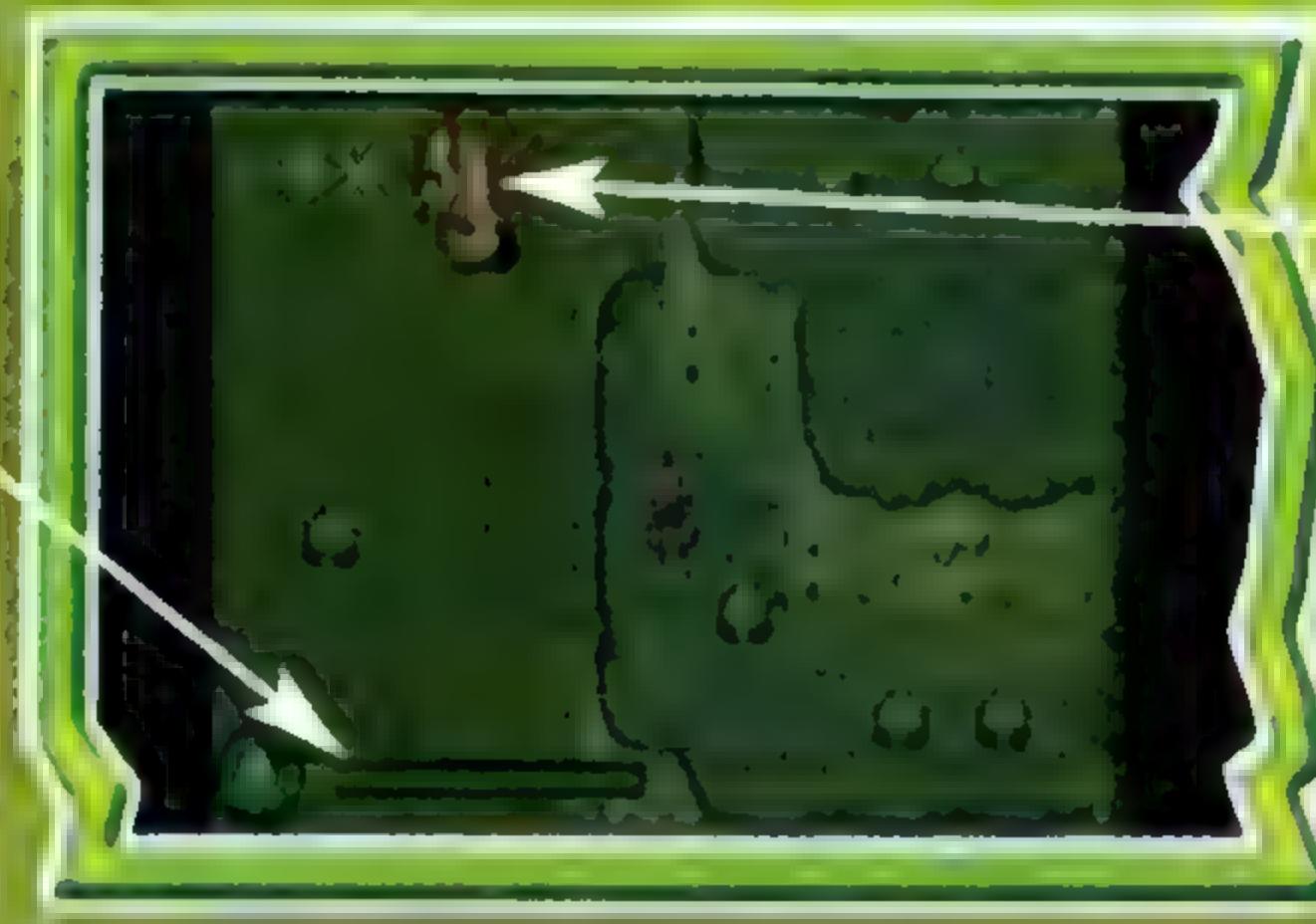
GameSpeak® - View the GameSpeak controls. For more on GameSpeak, see page 8.



PLAYING A GAME

Select NEW GAME from the Main Menu. Press the A Button to begin your Oddysee!
The Game Screen

Health Meter -
Munch/Abe's life-
force is shown here.



SpooceShrub Counter -
Displays how many
SpooceShrubs you've
collected so far.

GameSpeak®

GameSpeak is the communication used by the creatures of Oddworld. GameSpeak allows our two heroes to organize Puzzles or Mudokons into Oddworld revolutionaries. As Munch, you can GameSpeak with Puzzles, those snuggable, seemingly harmless little creatures, to make them follow or attack. As Abe, you GameSpeak with fellow Mudokons to make them attack or get them to help with work. Flap your lips freely and experiment while you mingle.



GameSpeak Commands

BUTTON

ACTION

L Button + A Button Munch or Abe will say hello and the
(to an idle Fuzzle or Mudokon) Mudokon/Fuzzle being spoken to will start to follow.

L Button + B Button Munch or Abe will tell the Mudokon/Fuzzle
(to a Fuzzle or Mudokon currently following) to stay put.

L Button + R Button Munch or Abe will tell the Mudokon/Fuzzle
(to a Fuzzle or Mudokon currently following) following them to attack any threats nearby

L Button + R Button (*hold*) Munch or Abe will ask their friends to help them. This will do different things in different situations. Mudokons will pull levers, chant to open doors, or attack. Buzzles will just attack.



Playing as Abe

Abe is more mobile on land than Munch, and he has a very useful ability: he can use his chanting power to regrow SpooceShrubs and possess enemies. Holding down the R Button near a harvested SpooceShrub will regrow the SpooceShrub. Holding down the R Button (away from harvested SpooceShrubs) will activate Abe's possession orb. The possession orb can consume 1-4 Spooce (for more on Spooce energy, see page 12). Once activated, use the Control Pad to direct it toward an enemy. When the possession orb touches an enemy, Abe will have complete control over it.

Playing as Munch

Munch is quite the aquabat as he swims to places Abe cannot possibly get to without drowning. Munch also has recently liberated Fuzzles followers that attack on command. In addition to all of this, Munch controls machinery with his headport.

Munch has the unique ability to activate machines. Use this power to free the Fuzzles from captivity. Position Munch in front of the Fuzzles and press the A Button. Once free, the Fuzzles will be sure to help Munch on his quest.



Pausing the Game



Press START at any time to pause the game and access the following options:

Options - Access the Options menu.

Check Quarma - Check your Quarma level.

Password - Check the password for your current level.

Resume - Return to your Oddysee!

Quit Game - Abandon your fellow Mudokons and return to Main menu.

Restart Level - Give the level another shot from the beginning.

Level Objectives - If your Oddysee proves to be too difficult, check here for helpful hints on each level.



SPOOCE ENERGY

In order to be successful on Oddworld, Munch and Abe need to build up their supplies of Spooce. They collect Spooce by harvesting SpooceShrubs. Spooce powers up Abe's natural abilities and lets both Munch and Abe access SpooceLocks. Rescuing Natives by sending them through Rescue Portals will also add to the amount of available Spooce energy.

QUARMA

At the behest of the Almighty Raisin, Mudokon Shaman are instructed to help Munch and Abe successfully complete their journey. This means our heroes are expected to rescue the innocent and exploited creatures of Oddworld and protect their friends. Rescuing these Oddworld friends brings Munch and Abe good Quarma. The more rescues performed, the better the Quarma.



ITEMS/OBJECTS



SpooceShrubs

You need SpooceShrubs to open SpooceLocks and to give Abe Spooce Energy to possess enemies. When Munch or Abe will walk over them and they will shrink. They shrink, but Abe can regrow them back to their normal size by chanting. To collect the SpooceShrubs walk over them.



Chant Circle

Lead your fellow Mudokons to these chant circles and put them to work. Chant circles are used to activate closed gates and doors. Make sure to put a Mudokon to work in every available chant circle, or you won't be able to proceed further.



Bonepowder Kegs

Abe can pick these bombs up and move them. When he throws them, they explode. Some Bonepowder Kegs are linked to a lever.

NOTE: If you're close to a Bonepowder Keg when it explodes you will get damaged by it. Duh!



ITEMS/OBJECTS



Lever

Levers do different things in different places—open doors, release bombs from above, etc. Some groups of levers must be pulled at the same time in order to work, so be sure to use the help of your fellow Mudokons in these situations.



SpooceLock

You need Spooce to open one. How much Spooce you need is shown on the SpooceLock meter.

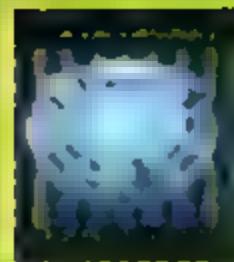


Travel Wells

These allow for travel to otherwise unreachable areas. Simply jump inside to use them.

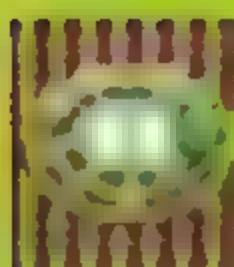
NOTE: Travel wells will launch more than just Abe. Sometimes you may need to experiment by throwing Mudokons inside in order to proceed.





Teleporters

Teleporters (*when active*) will teleport Munch or Abe to another spot in the level.



Foot Switches

These pressure-sensitive switches are used for numerous functions, from opening doors to activating teleporters. Mudokon Scrubs can also be placed on foot switches to activate them as well.

NOTE: Munch or Abe must remain standing on a Foot Switch for it to remain active.



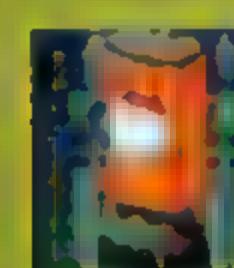
Dispenzahs

Dispenzahs are spread all over Oddworld and grant temporary special powers to Munch or Abe. The 3 types of Dispenzahs found in Oddworld are:

Zap - Allows Munch to attack enemies with a powerful electric discharge.

Expresso - Grants super speed for a short time.

Health - Restores health to 100%!



ITEMS/OBJECTS



Story Stones/Information Terminals

These provide valuable information. Be sure to activate any that you come across.



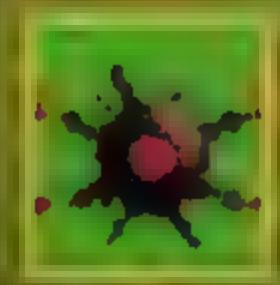
Mine

These exist both on land and in water. Be careful, they explode on contact.



Remote Control Port

By using Remote Control Ports, Munch can take control of certain machines.



Chant Suppressor

These don't give Abe's chants a chance! These insidious devices prevent Abe from being able to activate his possession orb.





Egg Nest

If your companion dies, activate an Egg Nest to revive them.

NOTE: these only appear in levels where both Abe and Munch can be controlled.



Rescue Portal

Send liberated Mudokon Scrubs or Puzzles to safety by approaching a Rescue Portal, and pressing the A Button when they are standing on it.

NOTE: Sending natives through these portals will add to the amount of Spooce energy that Abe and Munch have available to them.



Resurrection Totem

If for some reason one of your fellow Mudokons should fall, they can be resurrected for just 10 Spooce each. What a bargain!



THE HEROES

The Natural Inhabitants of Oddworld view Munch and Abe as heroes. Viewed through the eyes of the Industrialists they're more like escaped lab animals. This is reflected in Industrialist propaganda:

Munch

Munch, last Gabbit on Oddworld. Known to control machinery with an electric headport. Swims very well but having only one leg slows him on land. Terminate on sight.



Abe

Abe the Mudokon. Former floor waxer, known to hang out with Mudokon Natives. Possesses Industrialists. Has rescued numerous Scrubs. If encountered, terminate with extreme prejudice.



THE NATURAL WORLD

NOTE: Rescuing multiple Natural World Inhabitants increases your Quarrel and can transform Inhabitants into greater states of being.



Native Mudokon (Tomahawker) - Free-roaming Mudokons who Abe can befriend. Using GameSpeak®, Abe can ask them to follow, chant, or attack.



Scrub Mudokon - Mudokons who have been shackled by the Industrialists. Abe can ask them to follow or give him a hand.

NOTE: Scrubs have no battle experience and will not attack. They are great at helping Abe with mental tasks however.



Fuzzle - Munch's lethal little friends, they will obey Munch's GameSpeak commands to follow or attack.



Shaman - To summon the Mudokon spiritual guide to give Abe or Munch some needed guidance, stand next to a Shaman Circle and press the A Button.

NOTE: Mudokons and Fuzzles cannot follow Abe or Munch down, up, or over anything resembling a step.



THE INDUSTRIAL WORLD

The villains of Oddworld are the Industrialists. The Industrialists exploit the native species and natural resources of Oddworld for their own selfish gains. This band of unscrupulous characters includes the Glukkons—power-hungry barons of industry—and the Interns who are constantly searching for their own piece of the sadistic pie. Finally, there are the weapon-wielding Sligs who guard industrial installations and will shoot or club you on sight. They come in all sizes but with a predictably surly demeanor—you don't want to run into a Big Bro Slig in a dark corridor, lemme tell ya. Dangerous wildlife like Scrabs, Paramites, and Slogs also roam Oddworld and they're no picnic either.

LEVELS



Level 1 - Meditation Site (*Abe*)

In order to break into their first goal, the Evenwurst Weenerz Co., Abe and Munch decide to split up.



Level 2 - Watchdogs (*Munch*)

Munch slips into the Evenwurst Weenerz Co. via the factory's drainage system. Munch must search for a way to let Abe inside.



Level 3 - Storm Circle (*Abe*)

Munch finds his way blocked by a sluice gate inside the factory. Abe must find his Yellow Mudokons and utilize their help to open the closed sluice gate so that Munch can proceed.



Level 4 - Joining Again (*Munch*)

With his way cleared, Munch must find his way to the rear entrance of the factory and let Abe inside. Once Munch meets up with Abe, the level is complete.



Level 5 - The Gate (*Munch and Abe*)

Now that Munch and Abe are both inside the factory, they continue onward together.



LEVELS



Level 6 - Shootl Shootl (*Munch and Abe*)

Heading deeper into the factory, Munch must make use of his ability to control machines to take over a Snoozer robot to clear the way for further progress.



Level 7 - Glukkon™ (*Munch and Abe*)

This is the deepest portion of the Evenwurst Weenerz Co. Munch and Abe eventually meet up with the Glukkon Chump (*Factory Leader*) and must use their skills to overcome him in order to proceed.



Level 8 - Journey (*Munch and Abe*)

After defeating the head of the Evenwurst Weenerz Co. Munch and Abe learn that their way to Fort Glokz is blocked. All is not lost however, as there are rumors of a hidden flying machine somewhere near Break Wind Hill.



Level 9 - Break Wind Hill (*Munch and Abe*)

In order to locate the flying device that will carry them to Fort Glokz, Munch and Abe must find and activate the Storm Circle located somewhere on Break Wind Hill. Activate the Storm Circle to complete the level.





Level 10 - Independently (*Munch and Abe*)

When flying to Fort Glokz, Munch and Abe are shot down and have to crash land. Their landing unfortunately finds Munch and Abe separated by a giant fence. They must find their way into the Fort separately.



Level 11 - Sneaking (*Munch and Abe*)

Having each found their own way into Fort Glokz, Abe and Munch must locate each other inside before proceeding further.



Level 12 - Battle of Steel (*Munch and Abe*)

Almost to the inner sanctum of Fort Glokz, Munch must take control of another Snoozer to clear the way forward.



Level 13 - Glockstar (*Munch and Abe*)

Having finally made it into the deepest portion of Fort Glokz, Munch and Abe must defeat Glockstar in order to liberate the wealth of the greedy Glukkons. Upon defeating Glockstar, your Oddysee is complete (for now).



OPTIONS

Passwords

Oddworld Munch's Oddysee® uses a password system to jump to the beginning of levels.

Loading a Game

To load a previously saved game, select PASSWORD from the Load Screen. Now use the Control Pad to highlight a letter and press the A Button. Select the second letter and continue the process until the password is complete. If you make a mistake, use the directional arrows to go back. Once the final letter of the code is entered, choose END to be taken to the level of the password you entered.





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CREDITS

ODDORLD CREATORS

CEO

Sherry McKenna

PRESIDENT/CREATIVE DIRECTOR

Lorne Lanning

CHARACTER VOICES

Abe, Munch Mudokons, Big Bro Sligs, Sligs, Interns – Lorne Lanning

Vykker, Mudokons – Michael Bross

ART CO

PLANNER

Toyoharu Moriyama

LEAD PROGRAMMER

Mitsunori Takemoto

PROGRAMMERS

Koichi Sakagami

Kouji Iida

Kazuaki Hanada

Yusuke Hata



Hiroyuki Otsuki

Tsuyoshi Yagi

DESIGNERS

Tomoyuki Watanabe

Nobuko Satoh

KAIZOKU

Shinji Nishiyama

Kiyoi Shimura

Kinuko Nagasato

SPECIAL THANKS

Toshio Inomata

Yoshitomo Fujiwara

Toshihiro Hirosawa

Kojiro Kawase

MUSIC COMPOSER

Tsutomu Fuzawa

THQ

PROJECT MANAGER

William "Chip" Beaman

CREATIVE MANAGER

Sean C. Heffron

TECHNICAL DIRECTOR

Pete Andrew

ART DIRECTOR

Jeff Smith

TRANSLATOR

Tamami Oduor

Director, Project Management

Duncan Kershaw

VICE PRESIDENT- PRODUCT DEVELOPMENT

Philip Holt

QUALITY ASSURANCE LEAD TESTER

Mark Vance

QUALITY ASSURANCE TESTERS

Shawn Murakami

Josh Smith

Matt Filer

1ST PARTY SUPERVISOR

Evan Icenbice

1ST PARTY TESTERS

Adam Affronti

Scot Ritchie

Joe Lerman

QA TECHNICIAN

Mario Waibel

CREDITS

QA DATABASE ADMINISTRATOR

Jason Roberts

DIRECTOR OF QUALITY ASSURANCE

Monica Vallejo

SENIOR VICE PRESIDENT -
WORLDWIDE MARKETING

Peter Dille

DIRECTOR, GLOBAL MARKETING

Alison Quirion

GLOBAL BRAND MANAGER

David Pava

ASSOCIATE PRODUCT
MARKETING MANAGER

Heather Hall

MARKETING COORDINATOR

Damian Garcia

DIRECTOR OF CREATIVE SERVICES

Howard Liebeskind

SENIOR MANAGER,CREATIVE SERVICES

Kathy Helgason

ASSOCIATE CREATIVE SERVICES

MANAGER

Andrea Waibel

DIRECTOR OF PUBLIC RELATIONS

Liz Pieri

ASSOCIATE PUBLIC RELATIONS MANAGER

Erik Reynolds

PACKAGING AND MANUAL DESIGN

JAM Advertising

SPECIAL THANKS

Brian Farrell

Leslie Brown

Alison Locke

Brandy A.Carrillo

Germaine Gioia

ODDWORLD GBA TEAM

PRODUCER

Renee Metzler

MANAGER OF CREATIVE SERVICES

Cathy Johnson

MARKETING MANAGER

Jenny Shaheen

MARKETING ASSISTANT

Kristin Inman

V.P. of FINANCE and LEGAL

Ava Arsaga

LEGAL ASSISTANT

Alexia Nielsen

SPECIAL THANKS

Maurice Konkle

Andrew Bennett

Erik Yeo

Michael Bross

MICROSOFT

BUSINESS DEVELOPMENT MANAGER

Melethia Campbell

PROGRAM MANAGER

Jeff Holzhauer

LEAD PRODUCT MANAGER

Chuck Frizelle

SPECIAL THANKS

Sandy Ting

John Jordan



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THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301



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NOTES



NOTES



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